



Konami® is a registered trademark of Konami Co., Ltd.
TINY TOON ADVENTURES, characters, names and related indicia are
trademarks of Warner Bros. Inc. © 1992.
© 1992 Konami, Inc. All Rights Reserved.

PRINTED IN JAPAN

Nintendo

GAME BOY

KONAMI

DMG-TX-USA



INSTRUCTION MANUAL

KONAMI, INC. LIMITED WARRANTY

Konami, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ULTRA ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ULTRA BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE AND FOR USE WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS GAME IS LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.

Konami, Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

MEGA CONGRATS, TOON FAN!

Consider yourself one of the many enlightened toonatics who now own Tiny Toon Adventures™ for Game Boy® from Konami. Better read the following before you toon in.

TABLE OF CONTENTS

INTRODUCTION/ "HOW TO 'TOON' IN"	4
GETTING IN AND OUT OF CHARACTER	5
WHAT'S ON THE SCREEN	6
CONTROLLING THE ACTION	7
THE GAMES TOONSTERS PLAY	8
GOOD TOONS, TOON HELPERS, BAD TOONS	9-11
COLLECTABLES	12

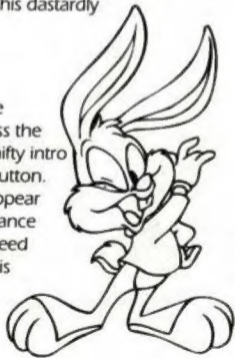


BABS DREAMS OF LIFE IN THE SPOTLIGHT, BUT THE STAGE IS SET FOR DANGER

Glad you tooned in! In this episode, Babs, the tiny actress with big aspirations, haplessly hops off to downtown Acme Acres for training and work at the Acme Theater. Little does she know that Montana Max plans to turn the theater into his own private vault. And he's not going to let Babs' ambitions stand in his way. Now it's up to Buster Bunny, Plucky Duck and Hamton – each with his own special way of fending off enemies – to try and catch up with Babs before Monty carries out his dastardly designs on her.

"HOW TO 'TOON' IN"

Place the Game Pak into the Game Boy and turn on the power. Wait until the Konami screen appears, then press the Start Button to get to the Title screen. Or sit tight for a nifty intro to your adventure after which you can press the Start Button. Then press it again to begin the game. First Babs will appear with a few words of wisdom. Press the A Button to advance the text; press the A Button again and hold down to speed through text. (These instructions apply whenever there is character text.) Then you're on your way.

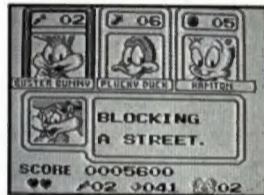


GETTING IN AND OUT OF CHARACTER

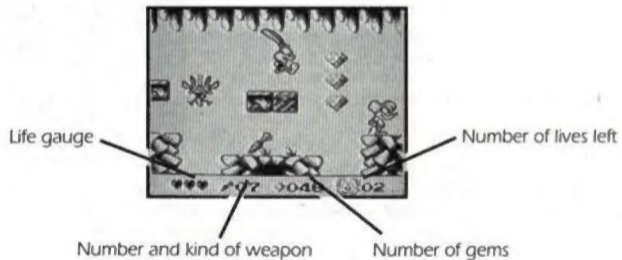
You'll start out as Buster Bunny, but you can change to Plucky or Hamton and back again any time as often as you like. Press the Start Button to get to the Character Select screen, then use the Control Pad to choose a character. Press the Start Button again to resume the action as your new character.

Also, hidden in each of the four levels is another Tiny Toon character. Each of these toons has a unique power that is essential for getting from one level to the next. So look for entryways to secret rooms and paths where you'll meet up with your cartoony comrades.

Keep in mind that the game is over when either Buster, Plucky or Hamton runs out of lives. When the Game Over screen appears you may choose CONTINUE or END. If you select CONTINUE you will return to the beginning of the area you were last in. But you can do this only two times. If you select END you'll start from the very beginning of the game.



HERE'S WHAT'S SHOWING ON THE SCREEN



CONTROLLING THE ACTION

CONTROL PAD
Press to move your toon
in all four directions

START BUTTON
Press to get to Character
Select screen or pause game

SELECT BUTTON
Not used in game

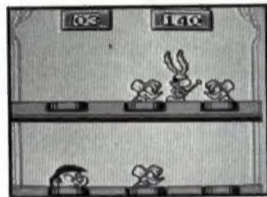


A BUTTON
Press to jump. Press to
advance text. Press and
continually hit to speed up
text. (NOTE: Jump on
enemies to send them to
that Big Cartoon In The Sky.
Jump on Jewelry Boxes to
reveal treasures.)

B BUTTON
Press to throw a carrot,
pineapple, or roll a
watermelon to eliminate
your enemies

THE GAMES TOONSTERS PLAY

Find the correct entryway, like a tree trunk or manhole, and you'll have the opportunity to play a game within the game. Win and you'll be showered with prizes ranging from life units to watermelons. Be sure you have collected enough gems to play.

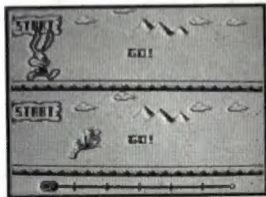


Montana Mash

A toony version of the classic carnival mole game. As Monty and the critters pop up, use the Control Pad to position yourself next to them, then press the A Button to bop them on the head. The prize you receive will be determined by the number of targets you mash within the allotted time.

Race Against Toon

To set up a race, use the Control Pad to choose whom you wish to race against, either Bookworm, Sweetie or Little Beeper. When the race begins, tap the A Button and B Button rapidly; the faster you tap the faster you'll run. If you finish first you'll win a prize. The prizes get better when you beat faster opponents.



THE GOOD TOONS



Buster Bunny

Our hippity hoppity hero hurls carrots.

Hamton

No one rolls a watermelon quite like Hamton, making him a precious partner no matter how you slice it.



Plucky Duck

Plucky plucks pineapples in his path and pitches them at pesky passersby.

TOON HELPERS

Look for these helpers at the end of each level. You'll need them!



Dizzy Devil



Furrball



Fifi



Shirley the Loon

BAD TOONS



Arnold the Pit Bull

Arnold has what it takes to turn you into a basket case. Look for the chance to defeat him when he is striking this pose to show off his body.



Wolverine

Wolverine punches bricks out of the wall in order to knock your block off. Your quick reflexes will defeat him.

Armor

When Armor's body splits up he becomes a triple threat. His ball and chain is especially dangerous. When his body separates into three parts, you have to aim for his head.



Montana Max

When it comes to villains, Monty's a real beaut. His inventions – the Montana Jet, Montana Buggy, Montana Ball Machine and Montana Strong Chair – make him a formidable foe for our furry friends.



TINY TOON ADVENTURE COLLECTABLES



Jewelry Box

Hop on it to release collectables. Or something else!



Heart

Gives you back one life unit.



Gems

Collect as many as possible, use them to play the games toons play (see page 8).



Big Heart

Gives you up to a maximum of three life units.



I-ful

Makes you invincible for a few ticks of the clock.



Pineapple

Any toon can pick the pineapples up, but they can only be used by Plucky.



Watermelon

They're open season for all, but only Hamton can fling one of these.



Carrot

Carrots can be collected by all of your toony teammates, but only Buster can throw them.

NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears slightly aged or off-white. There is no handwriting or other markings on the page.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance with some minor speckling or noise, typical of a scanned document. The lines are thin and black.